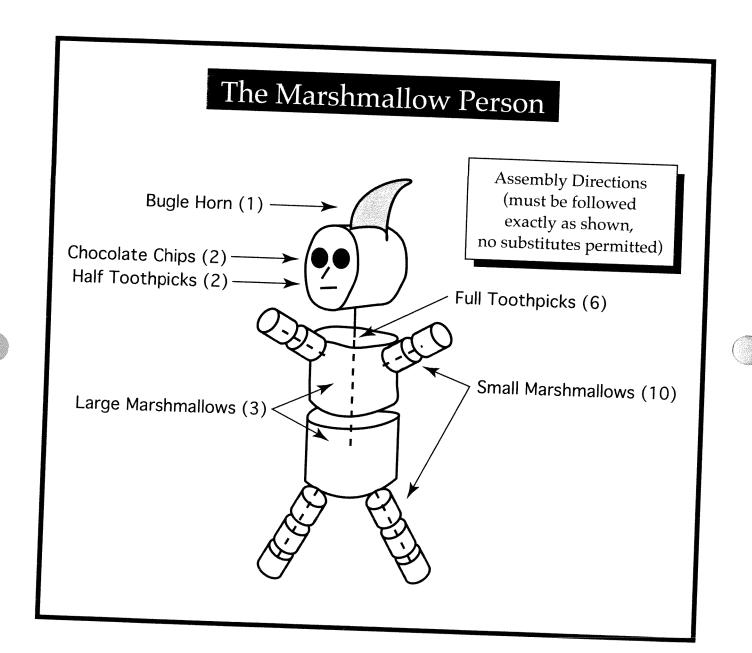
Name \_\_\_\_\_ Date \_\_\_\_\_

## The Marshmallow Person



Name	C	lass		Date	
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## Instructions for Manufacturing the Marshmallow Person

**1.** In your trading group, open the envelope of materials and complete the following chart.

Name and number all of the items in your resource package.

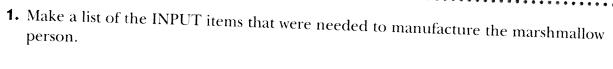
Items received	Number of each item	

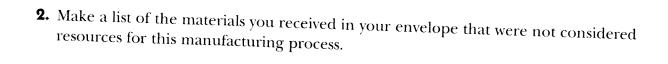
- 2. Each group member will carry out one of these roles:
  - trade ambassador (1)
  - supply and demand co-ordinator (1)
  - engineer (1 or 2)
- **3.** Determine what resources you have and what resources you need to manufacture your product (marshmallow person).
- **4.** Only the trade ambassador may leave the group to negotiate with other groups and trade for the required resources.
- **5.** Manufacture your product exactly as shown in the design specifications on The Marshmallow Person page. You will be allowed no more than 30 minutes for the complete process.
- **6.** When the assembly is complete, you may discuss the questions on the Trading Resources Game Question Sheet with members of your group. Have each member of your trade group answer them.



Name Class	Date
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## Trading Resources Game Question Sheet I





**3.** List the ways that your group obtained all the resources needed as raw materials for the marshmallow person.

**4.** In your own words, write definitions for these words.

- resource
- input
- output
- manufacturing process
- trade
- tariff



	Class	
Trading Re	sources Game	Question Shee
5. There were no tari been, and you were needed.	ffs during your negotiations e required to pay taxes to ob	for this activity. Suppose there stain some of the resources you
What advantages economic or fre	s would a group have if they e trade association?	joined with another group in a
		-